

North by Northwest

THE RPGA NETWORK NEWSLETTER FOR THE NORTHWEST REGION

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Gaming Grows, New Clubs Formed

David E. Wall

Greetings, All.

The Northwest region is growing in leaps and bounds. Every week we receive news about a new club forming, new game stores participating in the RPGA Adventurer's Guild program, new players looking for even more RPGA events in their area, and some great times had at the various conventions in the region.

Several stores in the Pacific Northwest are reporting increased interest in the Adventurer's Guild program. This RPGA program provides a number of roleplaying adventures to game stores. These events are then run in the game stores introducing more people to the game materials, playing styles, and fun that the RPGA has to offer. The Guildhouse, a Wizards of the Coast retail store in SeaTac, WA, runs weekly Living City adventures, as well as other Adventurer's Guild events. These game are a real boon for players seeking to play RPGs, but who cannot make it to conventions or the weekend game days. Usually running during weekday evenings, the Adventures Guild games are ideal for those with weekend commitments – work, family, etc. I heartily applaud these game stores!

In the last two months there has been constant growth in the number of tournaments run and the number of new players joining RPGA activities. The two standing game days in the region are seeing more players at each event.

RPGA events were a hit at a recent convention in Surrey, BC. Vcon24 had a great turnout, but many folks were

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New Clubs

New clubs are forming in Anchorage, Alaska, in Bremerton, Washington, and in Portland, Oregon.

- Contact William Furby of the **Shadow Knights** in Anchorage (Mailing Address: PO Box 203251 Anchorage, AK 99520-3251, Phone: (907) 272-1381),
- Chris Dickey in Portland (Email: 71510.3177@compuserve.com, Mailing Address: 700 NE 101st #18E, Portland OR, 97220-9422, or Phone: 503-242-9748 [work], 503-261-0413 [home]), or
- Darin Primmer in Bremerton. Email: Dragon.King@prodigy.net for more information.

British Columbia SciFi Con Wealth of Untaped Gaming

David E. Wall

Vcon24 was a wonderful small convention.

We trundled up from Seattle, Washington to Surrey, British Columbia to provide RPGA games and presence to this science fiction convention.

Our drive up was probably a typical one for roleplaying enthusiasts; We trekked in a van filled with gamers and provisions. We entertained ourselves with conversations ranging from the nature of Good and Evil to stories about campaigns and past adventures. It is only a short drive from Seattle, so I recommend many of the Washington RPGA members should make the trip next year.

Along with the typical weekend outing provisions we brought a host of adventures in tow, including an AD&D Classic, several Living City events, and an Alternity adventure.

We ran the two round AD&D Classic called "Defender of the Tribe", great tribal and

shamanistic roleplaying on a volcanic island.

The Living City events were new and different there. The players we gathered were new to the whole concept of on-going characters, certified magic items, and continuing campaigns across conventions. We introduced them to Ravens Bluff with the module "Civic Duty" and the players were hooked! Taking advantage of the enthusiasm, we continued the weekend with the adventures "Deluge", "Bursting Your Bubble", and "It Happened One Night".

We ran a single table of Alternity's "End of the Line" as our alternate gaming system (rim-shot!). The players had a blast as the characters ran for their lives, in this hectic paced adventure. End of the Line and the Alternity system fit more with the Science Fiction theme of the convention, and I hope to complement next year's VCon with more Star Wars, Alternity, and other SciFi genre adventures.

The players were young and old, men and women, new to roleplaying and experi-

enced home AD&D or Call of Cthulhu campaigns. These differences didn't matter in the longrun, they all had a good time. Those active gamers who were at VCon 24 said they were each part of larger home gaming groups. They had come for the science fiction events and seminars, and, had they but known about the RPGA events, would have brought along their whole group. I hope they do next year!

Since very few people knew the RPGA was planning events there, most didn't know what the RPGA was or stood for. I think that we managed to demonstrate some high quality games, a love for roleplaying, and the interest and gaming support that the RPGA represents.

They want us to come back next year, and I expect to double or triple the number of tables run!

If anyone would like to be the VCon RPGA event wrangler for next year, or volunteers such as game masters, simply drop me a line (wiz@blarg.net).

Mastering Game Days

Seattle Game Days reach new level of RPGA gaming

Stephen Radney-MacFarland

Now, I would not say I have mastered running game days. Far from it. Life just gets in the way. Faced with road-blocks from lack of funds to order RPGA adventures, to my car dying the morning of the game, lately, when it comes to Game Day organization, I feel like an amateur.

Luckily, game days aren't just about the people who run them; They are mostly about the people that play. And what a bunch of players they are! Players are the masters of game days. Each one is a brilliant commodity of fun and friendship.

Here in Seattle we are reaching the point where some of our long-term Game Dayers are becoming Master-level players. As well, we have a few judges right on the lip of reaching that rating. Now, when I order events, I need to think of these folks as well. The game itself is a reward. Any Game Day participant will tell you that, but Masters Level play is an extra reward. Not only do you get increased points for participating in

a Masters Level tournament, you get the joy of playing with the most experienced and best players of your area. It may sound a tad elitist, but it really isn't. Masters Level play is a reward for hard work at play. It is recognition for fun above and beyond the call of duty!

For those of you out there who organize game days, or will soon organize them, plan for the next plateau of RPGA early. Keep track of your player's progression in the RPGA scoring system, and get ready for those who reach that Masters level. It comes quick, it caught me totally off guard, so watch out.

Check out the RPGA webpage (www.rpga.com) to find out more about what it takes to hold and run Masters Level events. Make sure to order something special, something that has some heavy roleplaying as its emphasis. That is what they are there for after all.

For those of you in other areas of the region who have reached the Masters Level and beyond, but are alone in your own

particular group, think about coming up to Seattle for a Game Day. Though our Masters tables are still a little touch-and-go at time, just drop me a line (adsoii@aol.com) and I can give you updated status of our Masters events. We would love to meet you for the weekend.

North by Northwest

Monster Squad



David E. Wall
Grendel



Stephen Radney-MacFarland
Jabberwocky



Theodore M. Coop
Rumpelstiltskin

Regional Network News and Information from the Regional Director

MAY 1999
North by Northwest

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Calling all Volunteers

I have only been your Regional Director for a short while.

Now that I have run game days, coordinated club meetings, marshaled convention tournaments, judged events, and participated in the RPGA Summit, I am beginning to fully appreciate the way this association works. The RPGA is made up of volunteers. It is the sum total of those that run the games, write the tournaments, provide the articles, play colorful characters, organize the Living City activity such as guilds, rules, web sites, and plot lines. But mostly, it is made up by those who volunteer enthusiasm about the games and role playing as a hobby.

This is the RPGA Network; a Network of people interested in the same hobby and working together in many ways to make it run, and make it fun.

Part of my job is to find ways to make it easier for all of you to volunteer. I know that most think that volunteering is very time consuming. Don't get me wrong. I'm not trying to say that organizing whole conventions, wrangling all the RPGA tournament at events, or running all the excellent web sites and other member services out there *do not* take time. But, there are ways that those of you enthusiastic enough about the RPGA to help out in small ways.

I know that all of you have talents that could be used by the network. They could be anything from a knack for coordination (planning, organizing, gathering, and executing events and conventions), graphical arts, lettering, computer skills (web authoring, mailing lists, PDF file creation, computer art, databases, etc.), game masters, creative ideas, or simply being a person available for assistance at conventions.

My plan is to collect information about who is available, how often, what they can do, and then provide contact information for people seeking those skills for use in the RPGA Network.

First and foremost needed is a list of potential game masters for Game Days and Convention tournaments. I am working to create a dynamic list of all of you willing to run adventures and how often you can. This list is the first step in bringing network

members from around the Northwest Region together. Those of you who think that you are isolated in the Pacific Northwest might find that there are 5-6 other players in your home town who are searching for a DM to run Adventurers Guild games in the local game store, waiting for a game master to bring them adventure. With this list, I will provide game store with the name and contact information for a game masters in their area, so games can happen. Using the short list I have already compiled, such Network events are being planned in both Kelowna, British Columbia and Jerome, Idaho. I am sure there are many more areas that will benefit from such a list.

Next, the list will be expanded to the small tasks that make the Network grow. Things like small elements of art for the club web sites (buttons, rollovers, animations, backgrounds, and artwork); well-made player's handouts for the adventures (Have you ever signed a contract with Beliakas on burnt-edged vellum with calligraphy pens? It is *So* much better than a copied white page.); Character sketches that you might be willing to provide to other players (fill in that empty square from details the player provides); Organizational skills (collecting the convention packets, checking the scoring, and making sure they get in to RPGA HQ); etc.

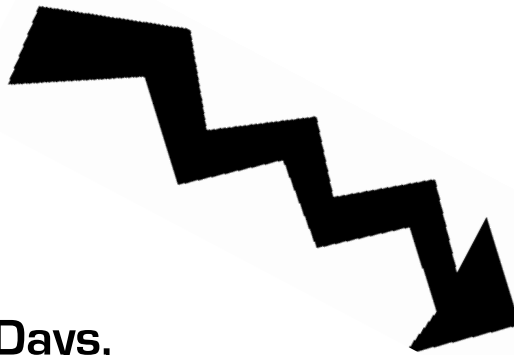
It is these types of skills that I'd like to gather information on. Please send me (wiz@blarg.net) information about what you are willing to do for the Network, from small to large, and provide the following information: Skill, Frequency, Contact information that should be given to other Network members, and locations you would be willing to volunteer.

I will gather all of this into a database, and, if you, as a network member, would like to tap into this information, simply contact me and ask. I will do my best to fill the requirement from the volunteers in the list.

Let's make this region come together!

David E. Wall





Conventions, Game Days, and RPGA Network Events coming up in the Northwest Region

Conventions, Game Days, and RPGA Network Events coming up
in the Northwest Region

NOTE: Game days are regularly scheduled mini-conventions. The Seattle Game days are the 2nd Saturday of every month, and have been confirmed as of this Newsletter. Please use the contact information below, or the RPGA Convention Calendar for confirmation. These will be confirmed in the next newsletter. (RPGA Calendar: <http://events.wizards.com/RPGAWeb/external/calendar.asp>)

August

SEATTLE GAME DAY RPGA Network club games, August 14
Seattle, Washington, Wizards of the Coast Game Center - Living City, AD&D Classic, and other games
Contact: Stephen Radney-MacFarland, (425) 271-3982, adsoii@aol.com
Game Day info: <http://www.rpg.net/rpgamob>

PENDLETON GAME DAY RPGA Network club games, August 21
Pendleton, Oregon, Location to be announced due the closure of Mad Dog Comics - Living City, Living Jungle, and other games
Contact: Robert Ehman, rehmann@ucinet.com, 800-570-0069

PENDLETON GAME DAY II RPGA Network club games, August 22
Pendleton, Oregon, 17 NW. 10th Pendleton - Living City, Living Jungle, and other games
Contact: Robert Ehman, rehmann@ucinet.com, 800-570-0069

DRAGONFLIGHT Games, August 27-29

Seattle University, Seattle, Washington - Nothing but games of all kinds (possibly short of team athletics)
Contact: Dragonflight, PO Box 776, Seattle, WA 98111-0776 or info@dragonflight.org
Convention info: <http://www.dragonflight.org>

September

MosCON XXI Science Fiction, September 10-12

University Inn, Moscow, Idaho - No organized gaming listed as of this writing
Contact: Keith J. Farmer, doeradh@geocities.com
Convention info:
<http://www.geocities.com/Area51/Chamber/9963>

SEATTLE GAME DAY RPGA Network club games, September 11
Seattle, Washington, Wizards of the Coast Game Center - Living City, AD&D Classic, and other games
Contact: Stephen Radney-MacFarland, (425) 271-3982, adsoii@aol.com
Game Day info: <http://www.rpg.net/rpgamob>

PENDLETON GAME DAY RPGA Network club games, September 18
Pendleton, Oregon, Location to be announced due the closure of Mad Dog Comics - Living City, Living Jungle, and other games
Contact: Robert Ehman, rehmann@ucinet.com, 800-570-0069

PENDLETON GAME DAY II RPGA Network club games, Sept.26
Pendleton, Oregon, 17 NW. 10th Pendleton - Living City, Living Jungle, and other games
Contact: Robert Ehman, rehmann@ucinet.com, 800-570-0069

October

SEATTLE GAME DAY RPGA Network club games, October 9
Seattle, Washington, Wizards of the Coast Game Center - Living City, AD&D Classic, and other games
Contact: Stephen Radney-MacFarland, (425) 271-3982, adsoii@aol.com
Game Day info: <http://www.rpg.net/rpgamob>

INCON Sci-fi and gaming, October 16-18
Spokane Valley Red Lion, Spokane, Washington - 24-hour gaming, including M:TG, RPGs, miniature wargaming, and Vampire LARP
Gaming contact: incongames@yahoo.com
Convention info: <http://www.gorillabobs.com/incon/incon99.html>

PENDLETON GAME DAY RPGA Network club games, October 16
 Pendleton, Oregon, Location to be announced due the closure of Mad Dog Comics - Living City, Living Jungle, and other games
 Contact: Robert Ehman, rehmanna@ucinet.com, 800-570-0069

PENDLETON GAME DAY II RPGA Network club games, October 17
 Pendleton, Oregon, 17 NW. 10th Pendleton - Living City, Living Jungle, and other games
 Contact: Robert Ehman, rehmanna@ucinet.com, 800-570-0069

TERRACON Science Fiction, October 29-31
 Fife, Washington - no further information could be found as of this writing

November

Weekend in Procampur RPGA events weekend, Nov 5-7
 Location to be announced, Pendleton, Oregon. Living City events run all weekend.
 Contact: Robert Ehman, rehmanna@ucinet.com, 800-570-0069

ORYCON 21 Science Fiction/Fantasy, November 12-14
 Columbia River Doubletree Inn, Portland, Oregon - Gaming mentioned but not specified
 Contact: OryCon 21, PO Box 5703, Portland, OR 97228-5703, (503) 232-6506, or saxon@agora.rdrop.com
 Convention info: <http://www.orycon.org/orycon21/index.html>

Weekend in Procampur RPGA events weekend, Nov 12-14
 Location to be announced, Portland, Oregon. Living City events run all weekend.
 Contact: Chris Dickey, 71510.3177@compuserve.com

SEATTLE GAME DAY RPGA Network club games, November 13
 Seattle, Washington, Wizards of the Coast Game Center - Living City, AD&D Classic, and other games
 Contact: Stephen Radney-MacFarland, (425) 271-3982, adsoii@aol.com

PENDLETON GAME DAY RPGA Network club games, November 27

Pendleton, Location to be announced due the closure of Mad Dog Comics - Living City, Living Jungle, and other games
 Contact: Robert Ehman, rehmanna@ucinet.com, 800-570-0069

PENDLETON GAME DAY II RPGA Network club games, November 28
 Pendleton, Oregon, 17 NW. 10th Pendleton - Living City, Living Jungle, and other games
 Contact: Robert Ehman, rehmanna@ucinet.com, 800-570-0069

December

SEATTLE GAME DAY RPGA Network club games, December 11
 Seattle, Washington, Wizards of the Coast Game Center - Living City, AD&D Classic, and other games
 Contact: Stephen Radney-MacFarland, (425) 271-3982, adsoii@aol.com
 Game Day info: <http://www.rpg.net/rpgamob>

PENDLETON GAME DAY RPGA Network club games, December 18
 Pendleton, Location to be announced due the closure of Mad Dog Comics - Living City, Living Jungle, and other games
 Contact: Robert Ehman, rehmanna@ucinet.com, 800-570-0069

PENDLETON GAME DAY II RPGA Network club games, December 19
 Pendleton, Oregon, 17 NW. 10th Pendleton - Living City, Living Jungle, and other games
 Contact: Robert Ehman, rehmanna@ucinet.com, 800-570-0069

Further upcoming conventions

RUSTYCON 2000	January 7-9	Tukwilla, Washington
RADCON 2C	February	Tri Cities, Washington
POTLATCH 9	February 25-27	Seattle, Washington
CORFLU 2000	March 3-5	Seattle, Washington
LEPRACON 2000	March 17-19	Wenatchee, Washington
NORWESCON 23	April 20-23	SeaTac, Washington
TRICON 2000	June 16-18	Tri Cities, Washington

Future Directions

CAMPAIN

STYLINGS

Alate Wandering

Ryan Hicks

Note from the RD: We can all play the same game in vastly different modes, and this section of the newsletter is an attempt to communicate our various styles of running home campaigns to the Network members. You can use this to help your home campaign, generate new ideas, or simply to laugh at the funny way people run campaigns. This our personal style, and I need other game groups to supply this column with their campaign styles. Send them to wiz@blarg.net.

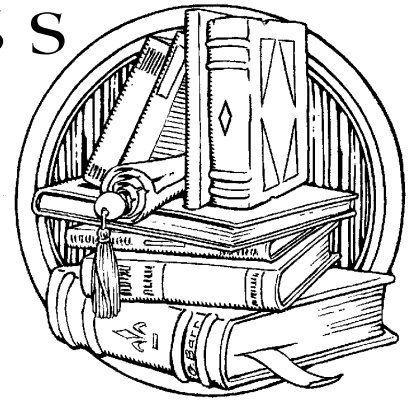
Encumbrance, with every single item detailed and drawn on 3X5 index cards. Weather, with wind effects throwing off ranged attacks and heat effects slowing overland movement to a crawl. Fatigue, with each sword-swing bringing you closer to exhaustion. Training, with weeks of working with NPCs to gain each new proficiency. This is the style of our home campaign; it is highly detailed and extremely time-consuming. We take months of real time just to pass a week of game time. And we love it.

In our campaign, set in the gritty reality of the Alate Freeholds, you can forget about reaching 10th level in your class. In fact, 5th level is almost a pipe-dream; it would take years both in game and out of game just to get close to that level of experience. Magic is extremely rare and mystical, so rare that it frightens the typical Alatian. Playing in this game is reminiscent of the HarnMaster system for those who have heard of it, reminiscent of a sort of sadism for those who haven't.

We believe that it is the details of the game that really make it fun. Our Alatian wanderers are the most vivid and exciting characters any of us have. When we're actively playing them, everyone has a clear idea of what is happening at every point in the game (possibly because we can spend half an hour talking about earning an extra silver for the beaver pelt we skinned a month ago).

Sometimes, even we get a bit eager to move on and see some of the results of the experience we've earned. Because things such as training can take so long in game time to yield results, we've instituted a system for downtime. During downtime, we pass game time more quickly at the expense of passing up all the detail of a regular game session. Week by week, we list our desired actions and discover the outcome. Though, in our standard game sessions, the smallest blade of grass noticed by an alchemist may draw us onto another grand adventure, we agree to pass this sort of thing by. While we're in downtime, we just grit our teeth and let the events of the world pass us by.

This isn't to say we don't take downtime as serious as the rest of the game. One bad roll of the die can kill a character in downtime as surely as it can in active play, and you can forget about resurrection...surely that extra silver we earned wouldn't help grant an audience with the only priest in the land that powerful. During downtime, we are as likely to have our home infested with rats as to be offered a dangerous mission. It's also entirely likely that we will get



offered a new job or someone's hand in marriage.

Eventually, downtime is over, and we ready ourselves for the slow, plodding adventure that we enjoy. The problem is that the last four months of game time is a blur; we only have a basic picture of what has happened. To help us envision all the events we missed, we often write stories to flesh out our character's lives. It isn't the same as active gaming, but it is still a great way to develop the characters.

The following text is an excerpt from the story inspired by one roll of the die during downtime. Whistler, a minstrel fond of his bachelorhood, was given the opportunity to marry the seamstress Ulrika. The party had met her earlier during active gaming and Whistler, being the rouge he is, flirted with the lovely young woman. Somewhere in their relationship his attentions took a wrong turn somewhere, so wrong that Whistler fell in love. Because downtime didn't offer many of the courtship, the story helps detail their relationship, Ulrika's background, and their intentions for the future.

Whistler and Ulrika

The night was late, and so far Ulrika had enjoyed every moment of it. Whistler had asked her to come along with him to perform at Lord Gervinus' dining hall in a flute duet, which went very well. Apparently, no foreign dignitaries were in the castle this night; Ulrika didn't think Whistler would bring her along if anything important had been going on. Before heading home, the two of them went up to one of the parapets to let the effects of the wine slowly wear off. It was a brisk evening, so they had to bundle closely together.

At first, she was happy just talking about the performance with him. He made a comment on how she could add a trill to one of her better songs and she had to agree that it was a good idea. So they practiced it for a few minutes before lying back and looking at the stars twinkling in the night sky.

Perhaps it was the peacefulness of the stars. Perhaps it was the closeness that she felt to him at this moment. Perhaps it was just the wine. Whatever the cause, Ulrika dared to ask him some of these questions. When he responded, he almost sounded relieved that he was finally able to tell her these things. Once he started the story, she knew that it was the entire story, every bit of it true.

Oh, this man can spin a tale; that is for certain. She loved hearing of his life where he grew up, of his cousin Louis who is also a minstrel going by the name "Piper" and how the vest was a gift from him when he first agreed to teach Whistler how to play music and craft instruments.

After Whistler finished his tale Ulrika was silent for a long time, not responding. She knew she should, but there were no words available to her. In the darkness, she heard him turn his head towards hers.

"Why aren't you asking me to stay in Gervinus where I'd be safe?" he asked. "I know it's what you're thinking."

He was right. He usually was. He would be safe in this village, where no one was allowed to use magic, by Lord Gervinus' decree. She did want him to stay. But, there was something else.

"Because I want you to take me with you. Away from here," she responded...

The full story is available online on The Mob's Web site at <http://www.rpg.net/rpgamob>.

From *Gaming*, Page 1

surprised to find an RPGA presence there. During the convention, I was approached by three different people from Kelowna, B.C. who attended the Science Fiction convention for the panels and discussions, but were delighted to find RPGA Roleplaying going on just down the hall. They were from different roleplaying groups in Kelowna, not knowing of each other, and unaware of plans to have Kelowna host its own roleplaying convention. (Contact K. David Hayes, Email: rook@cnx.net about Kelcon, and let's see if we can get Kelcon 2000 to fly!) If each group has even 3 players they could form an active RPGA club right there... simply coordinate!

GameStorm 99 was another convention run recently. These folks put on an aggressive schedule of RPGA events in Portland, Oregon. From all reports I have heard, it went wonderfully, and everyone had a good time.

So what is going to happen next, you might ask.

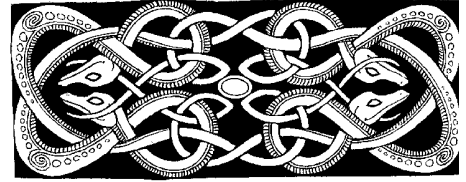
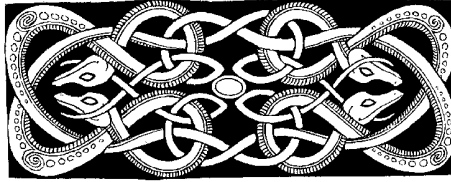
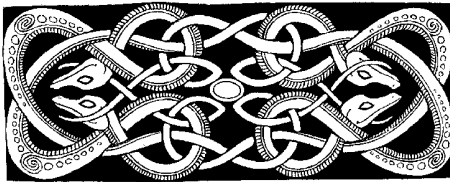
Next we have GenCon'99, where there will be full team tables

from both the NEOGI (formerly known as Buckon) Club in Pendleton, OR, and from the Seattle Mob from Seattle, WA. With 10+ members confirmed as going, we should have a good showing from the Pacific Northwest Region. GenCon also hosts an RPGA dinner and a variety Network meetings and discussions. If there are any issues that you want discussed at the Big Con and member meetings, simply email me (wiz@blarg.net) and I'll represent you in proxy.

Coming in our own region, we have DragonFlight'99 at Seattle University. Here we will be bringing back reports and adventures from GenCon (such as the New Living Verge/Galaxy Alternity Game adventures, and the announcement of the upcoming Living World Region for the Pacific Northwest!), running a Judging Certification Seminar, an extremely large host of games, and a full-fledged Interactive for Living City.

I hope to see you all at some of these events!

Have fun!



C l a s s i f i e d

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**PORTLAND GAMERS
UNITE!**

We need an RPGA group in Portland, OR! If you are interested in helping found one, please contact Chris Dickey at 71510.3177@compuserve.com or 503-242-9748

**TOO GOOD TO BE
MULE**

For Sale: One Helmite-trained gray mule. She guards, of course, and has a pleasant personality. Contact: Paladin-in-training Tomas Davonel III, Temple to Helm.

**JUST A HOWDY-DOO
NEIGHBOR**

Happy Festival of Soldar! -- Gus

**LOCAL BUSINESSMAN
DIES**

Lucco Barley - He was an honorable businessman...but at least the wand is gone!

**FOR SMALLWOOD AND
OLD DAN**

To the small game store that wasn't. To the man who sold it, but didn't. To happy times and old friends. It must be awful cold up north!

**NOT THE REALMS
AGAIN!**

DM looking for interested parties for a Forgotten Realms campaign starting in October. All original adventures, and not a hit of Elminster to be found (ye daughters will thank ye for that!). For those interested, email adsoii@aol.com.

**SEATTLE GAME DAYS
SEEKS MORE DMS**

The Seattle Game Days are growing, and we are in dire need of DMs willing to run Classic and Living adventures once a month during the events. Do you have the courage to brave the game center and spread random encounters and fun at every turn? Then sign up today: adsoii@aol.com.

**Advertise in the
Classified Corner**

Just send an email to
wiz@blarg.net, and let us help
you find whatever you are
looking for

Inside is your Guide to Role Playing in the Northwest

**OUTA MY WAY!
IT'S THE RPGA**

